

**MODEL *COLLABORATIVE REAL-WORLD ANALYSIS* BERBANTUAN
VIDEO AND INTERFACES ANALYSIS UNTUK MEMBEKALKAN
KREATIVITAS, KEMAMPUAN MENGANALISIS, DAN KEMAMPUAN
MEMECAHKAN MASALAH**

DISERTASI

Diajukan Sebagai Salah Satu Syarat untuk Memperoleh Gelar Doktor
Kependidikan dalam Bidang Pendidikan Ilmu Pengetahuan Alam



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**MODEL *COLLABORATIVE REAL-WORLD ANALYSIS* BERBANTUAN *VIDEO AND INTERFACES
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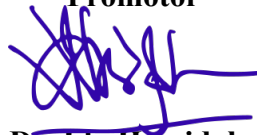
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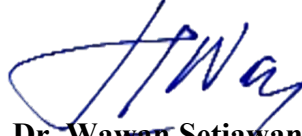
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ABSTRAK

Tujuan penelitian ini untuk menghasilkan model pembelajaran *Collaborative Real-World Analysis* (CReW-A) berbantuan *Video and Interfaces Analysis* (VIA) untuk membekalkan kreativitas, kemampuan menganalisis, dan kemampuan memecahkan masalah pada mahasiswa calon guru fisika. Metode yang digunakan adalah *design and development research* (DDR). Instrumen yang digunakan adalah rubrik penilaian kreativitas, tes kemampuan analisis dan kemampuan memecahkan masalah. Hasil dari penelitian ini diperoleh bahwa; 1) model pembelajaran CReW-A berbantuan VIA memiliki karakteristik pembelajaran dunia nyata yang didesain dengan tahapan yaitu *apperception*, *introduction*, *explanation*, *exercise*, *presentation*, dan *reflection*. Model CReW-A ini dapat diterapkan di jenjang pendidikan menengah dan tinggi jika pembelajarannya fokus pada analisis gejala atau fenomena dunia nyata. 2) Hasil uji implementasi, skor rata-rata kreativitas mahasiswa dengan indikator *originality*, *elaboration*, *fluency*, dan *resistance to premature closure* adalah 93,5 atau dengan kriteria sangat baik. 3) Kemampuan menganalisis didapatkan nilai N-Gain sebesar 0,65 atau dengan kriteria sedang, dan nilai *effect size* sebesar 3,93 dengan kriteria kuat. Sedangkan, 4) kemampuan memecahkan masalah didapatkan nilai N-Gain sebesar 0,62 dengan kriteria sedang, dan nilai *effect size* sebesar 2,84 dengan kriteria kuat. 5) Mahasiswa memberikan respon positif terhadap keterlaksanaan model CReW-A berbantuan VIA. Berdasarkan hasil di atas dapat disimpulkan bahwa model CReW-A berbantuan VIA efektif digunakan untuk membekalkan kreativitas, kemampuan menganalisis, dan kemampuan memecahkan masalah.

Kata Kunci: kreativitas, memecahkan masalah, analisis, CReW-A, VIA

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